TRON
MAZE-A-TRON

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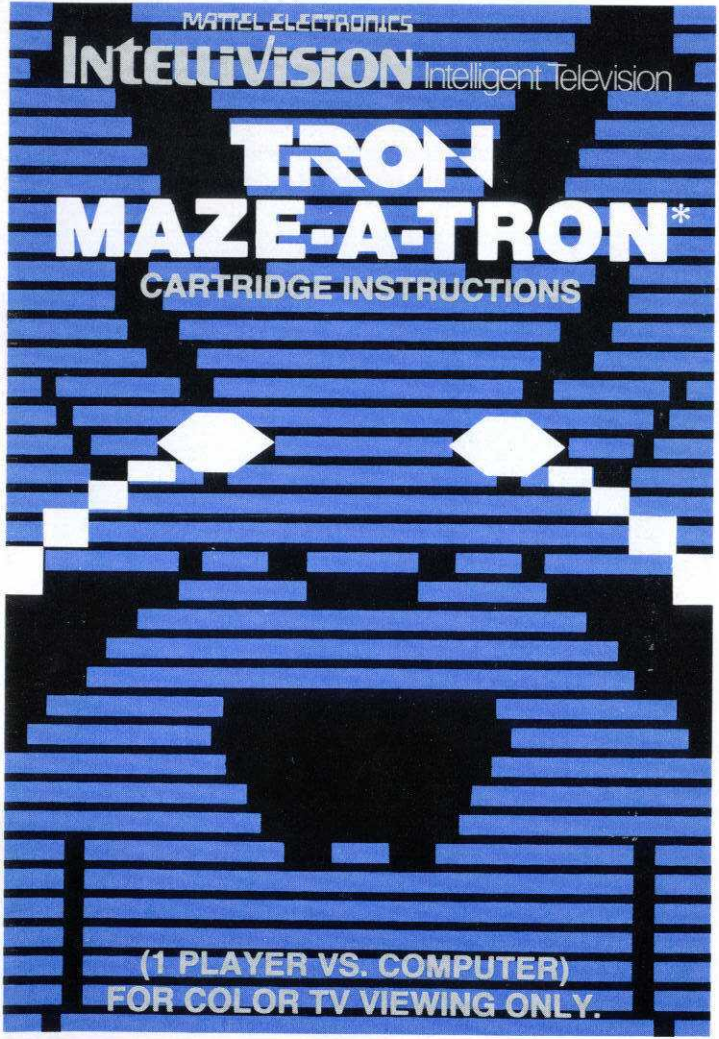
5392-4289

MATTEL ELECTRONICS

INTELLIVISION Intelligent Television

TRON MAZE-A-TRON*

CARTRIDGE INSTRUCTIONS



(1 PLAYER VS. COMPUTER)
FOR COLOR TV VIEWING ONLY.

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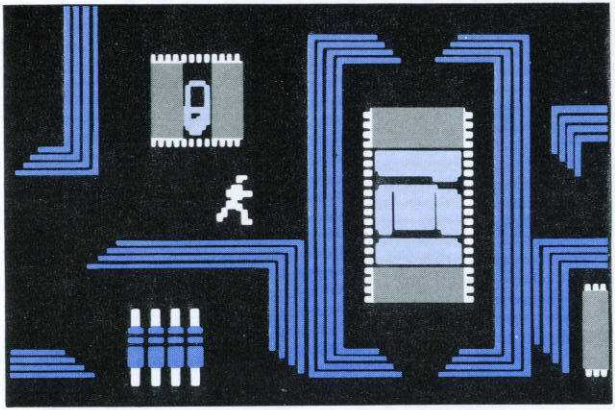
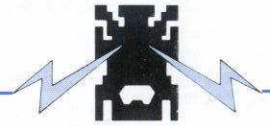
In the computer fantasy world of TRON, the power-hungry Master Control Program (the MCP) seeks to control the human race. You are Flynn, the daring, young programmer, transported into the heart of the computer, to find and disable the MCP.



MAZE-A-TRON is played in ROUNDS. Each round consists of two PHASES – the Circuit Maze (Phase I) and the Master Control Program (Phase II). Each time you complete both phases of a round, you automatically advance one GAME LEVEL.

Game Level affects both DIFFICULTY and SCORING. Difficulty increases with each level up through Level 12. Scoring increases with each level up through Level 99.

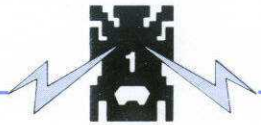


OBJECT OF THE GAME:

Phase I (Circuit Maze). Store up energy and zeroes as you move Flynn through the Maze. Find the RAM Chips and clear them to zero in the shortest time. Avoid losing turns.

Phase II (MCP). Find pairs of numbers (BIT PAIRS) in the two center columns that match the bit pair at the TOP of the two outer columns. Turn the matching bit pairs in the center column to BLACK, before they move off the screen. Watch out for laser blasts from the MCP. Three hits – one turn lost and return to the Maze. If the OUTER columns move off screen, you return to the Maze and start the next round.

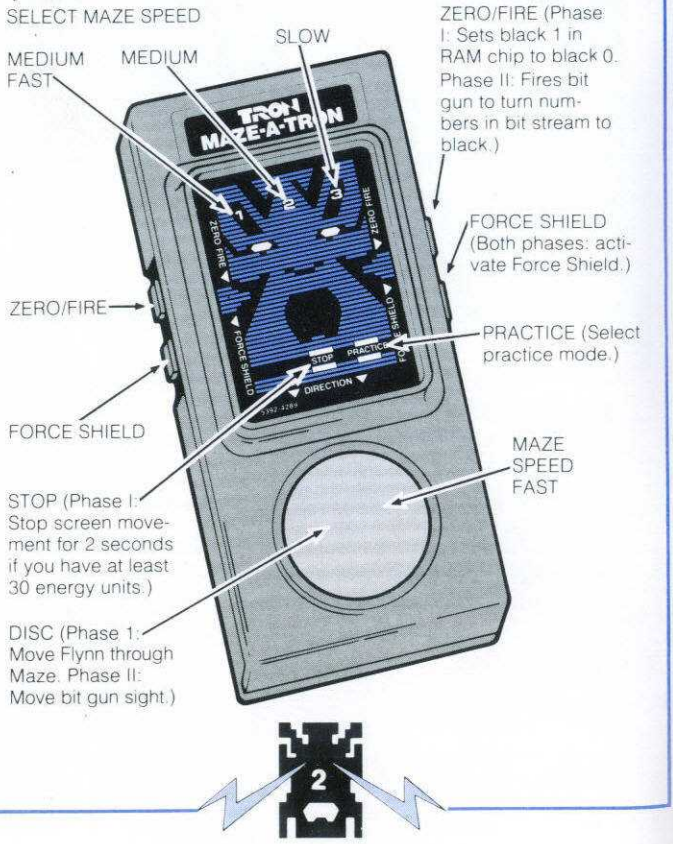
You can lose 2 turns. When you lose your third turn, the game ends.

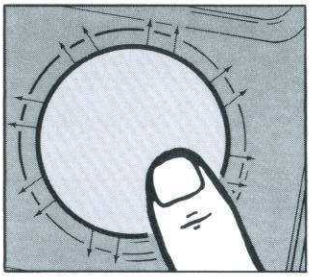


CHECK YOUR CONTROLS

PRESS RESET BUTTON.
TITLE APPEARS ON TV SCREEN.

Slide the TRON MAZE-A-TRON overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot (see owner's instructions for equipment connection details.)


SELECT MAZE SPEED
MEDIUM FAST
MEDIUM
SLOW
ZERO/FIRE (Phase I: Sets black 1 in RAM chip to black 0. Phase II: Fires bit gun to turn numbers in bit stream to black.)
FORCE SHIELD (Both phases: activate Force Shield.)
ZERO/FIRE
PRACTICE (Select practice mode.)
FORCE SHIELD
MAZE SPEED FAST
STOP (Phase I: Stop screen movement for 2 seconds if you have at least 30 energy units.)
DISC (Phase 1: Move Flynn through Maze. Phase II: Move bit gun sight.)
TRON MAZE-A-TRON
1
2
3
ZERO FIRE
FORCE SHIELD
STOP
PRACTICE
DIRECTION



USE OF DISC. Press outside edge of Disc in direction you want Flynn or the bit gun sight to move. Eight different directions of movement are possible.

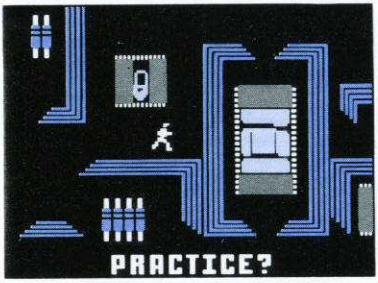
IMPORTANT: You cannot use the ZERO/FIRE and the FORCE SHIELD buttons simultaneoulsy.

WHEN YOU SEE THE GAME TITLE, SELECT A GAME SPEED.

DISC	FAST
KEY 1	MEDIUM FAST
KEY 2	MEDIUM
KEY 3	SLOW

Game speed is not the same as game level. Game speed only affects the STARTING SPEED AT WHICH THE MAZE MOVES in Phase I. Maze speed increases from this starting point with each level you achieve. Game speed does not affect Phase II game play (except in Practice Mode).

AFTER SELECTING GAME SPEED, CHOOSE PRACTICE MODE OR GAME PLAY.



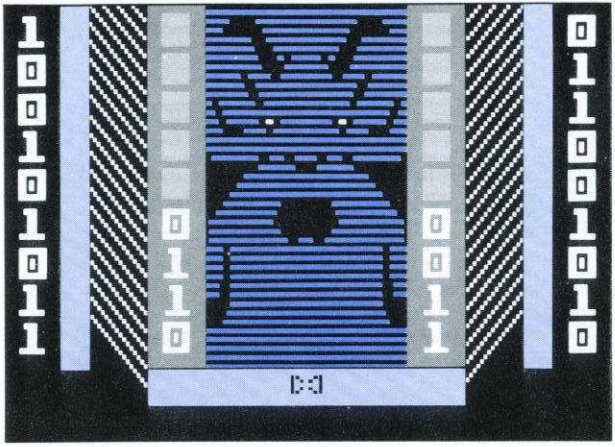
To practice press the PRACTICE KEY.

To go directly to game play, press any other key or the Disc.

PRACTICE MODE

Practice Mode takes you directly to Phase II – the Master Control Program. Phase II game play is described on pages 19 - 23. The only difference between Practice Mode and Phase II game play is in scoring. Practice Mode is played at Level 0, but you still get 100 points for each matching bit pair turned black. If you pop the stack or get hit 3 times by the lasers, you return to the Maze, with the Question "PRACTICE?"

If you go to Practice Mode immediately after selecting game speed, the speed of the Bit Stream will vary, depending on the speed you selected. In actual game play, game speed does not affect the speed of the Bit Stream.



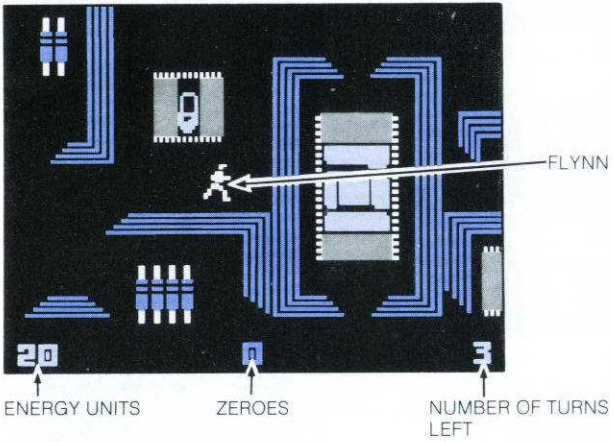
MAZE COMPONENTS

As you move throuth the Maze, you will encounter different computer chips. Some will help you. Others should be avoided.

CHIP	PURPOSE	METHOD OF USE
I/O (INPUT/ OUTPUT) TRANSPORT	Jump from circuit board to circuit board.	Enter from top or bottom.
BUS	Circuit "wiring" that forms the maze.	Cannot be crossed. Move around them.
ZAPS	Electric impulses in the circuit "wiring," that drain energy if you touch them.	Avoid at all times.
LATCH	Collect zeroes to use in the RAM chips.	Enter from either side.

CHIP	PURPOSE	METHOD OF USE
RECOGNIZERS	The guards of the MCP, that seek to destroy you. If they touch you with your Shield off, you lose a turn and return to starting point. Contact with your Shield or a ROM Force Field disables them. (They are harmless when blue.)	TOUCH ONLY WITH FORCE SHIELD ON!
FLIP-FLOP	Use to change direction of screen movement.	Enter from either side.
TRANSFORMER	Absorb energy for Force Shield. The longer you stay, the more energy you gain, until Force Shield is fully charged.	Enter from either side.
FORCE FIELD & ROM CHIPS	The deadly read-only memory chips. If you touch the Force Field without your Shield ON, you lose a turn and return to starting point.	Pass through Force Fields with Force Shield ON. Lead Recognizers through ROM Force Fields to disable them.
RESISTORS	No use or danger. Just part of the Maze.	
RAM CHIPS	The object of your search. Turn all numbers in the chips to black zeroes.	Enter from top to turn left number black. Enter from bottom to turn right number black. If you turn a number 1 black, remain in chip and press ZERO button (if you have zeroes stored from Latches).

GAME PLAY – PHASE I
(CIRCUIT MAZE)



When the game starts, you see a readout along the bottom of the screen. This tells you:

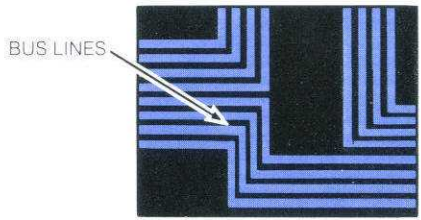
Energy units in force shield (starts at 25).
Number of zeroes stored (starts at 0).
Number of turns remaining before game ends (starts at 3).

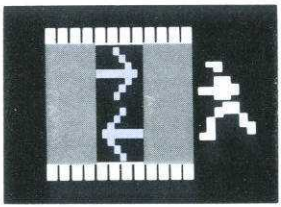
The readout remains on screen for a couple of seconds, then disappears. A current readout appears any time you are sent back to the starting point.

THE MAZE STARTS TO MOVE when the figure of Flynn appears. This is the figure you control. This is you! Use the Disc to move through the Maze. Do not move off the screen or you return to the starting point, where you, Flynn, first entered the Maze.

MOVING IN THE MAZE

Move around the green BUS lines. You cannot move through them.

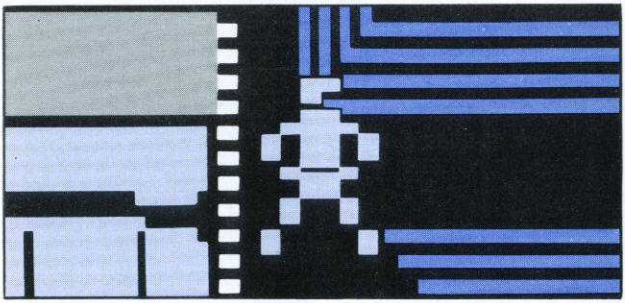




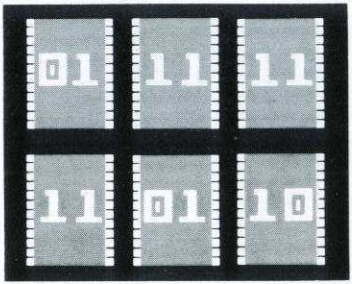
In danger of moving off screen? CHANGE THE DIRECTION OF SCREEN MOTION by stepping into either side of a FLIP-FLOP. You must exit the same side entered.

Or STOP SCREEN MOTION FOR 2 SECONDS, by pressing the STOP key on your hand controller. The cost – 30 energy units, if you have them.

MOVE FROM CIRCUIT BOARD TO CIRCUIT BOARD by stepping into an I/O TRANSPORT (see page 6.). Your "de-materialized" form is transported across the circuit boards, then "re-materialized" at some point on the same board or on a different board. You have no control over your point of re-entry. It is possible to end up back where you began.



It is also possible to be transported directly into a RAM Chip section. A RAM Chip section looks like this:

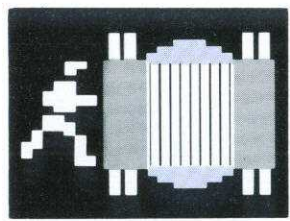


RETURN TO GAME STARTING POINT

Cause	Result
Move off screen	Return with all energy and stored zeroes intact. No loss of turns.
Touched by Recognizer or ROM Force Field without Force Shield up.	Return with all energy and stored zeroes intact. One turn lost.

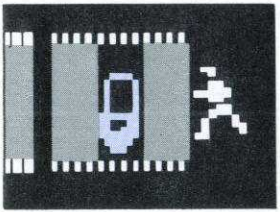
SUCCEEDING IN THE MAZE

1. YOUR FORCE SHIELD protects you against Recognizers and ROM Force Fields. You start with 25 energy units in your Shield. This is not much energy. Energize your Shield by finding and moving into a TRANSFORMER.



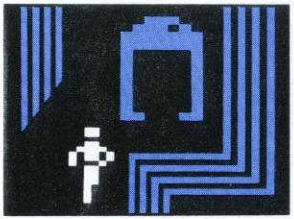
You can enter either side of a transformer, but must exit from the same side. The longer you stay in the transformer, the more energy is absorbed. When maximum charge is reached, the Shield stops charging.

(Details of energy gain and use on pages 14 and 15.)



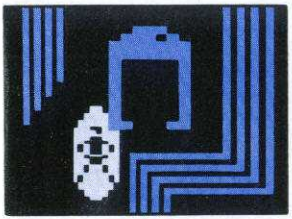
2. GATHER ZEROES for later use in clearing the RAM Chips, by moving into a LATCH.

You can enter either side of a latch, but must exit from the same side. The longer you stay in the latch, the more zeroes you gather. You hear a series of RISING NOTES each time 1 ZERO is gathered and stored. Maximum number of zeroes = 255.



3. AVOID RECOGNIZERS. If they touch you without your Force Shield on, you will lose one turn and return to game starting point.

Activate your Force Shield WHEN THE RECOGNIZER IS ABOUT TO TOUCH YOU, by pressing the FORCE SHIELD BUTTON.

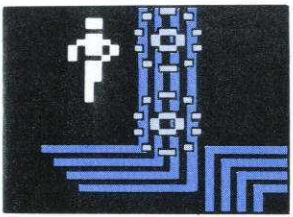


Keep your Shield on until the Recognizer turns BLUE (harmless).

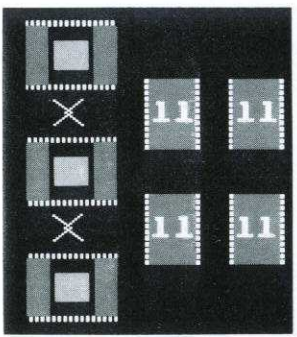
Avoid wasting energy. Do not keep your Shield on while waiting for the Recognizer to reach you. Take the offensive! Activate your Shield and go after the Recognizer.

Stay away from the sides of the screen. A Recognizer may be waiting just off-screen and touch you before you have time to move or get your Shield up.

4. STAY AWAY FROM THE ZAPS. They drain energy at an alarming rate (200 units/second).



Whenever you touch a ZAP, you hear a BELL-LIKE-TONE. If you continue to touch it, you continue to lose energy, until all of your energy is lost.



5. LOOK FOR RAM CHIP SECTIONS NEAR THE ROM CHIPS. ROM chips have Force Fields between them that cause you to lose a turn if you pass through them without

your Shield on. ROM Fields can also help you. Lead a Recognizer through a ROM Field and the Recognizer will be disabled, just as if it touched your shield.

6. BE CAREFUL OF GREEN BUS LINES AND RAM CHIPS. It is possible to get stuck in them if you go into them too far. The result is that you will be moved off the screen.

KEEPING ENERGIZED

Your Shield appears whenever you absorb energy from a Transformer or use your Shield. The COLOR of your Shield indicates its approximate strength.

PURPLE	WEAK
YELLOW	FAIRLY STRONG
RED	VERY STRONG

You automatically gain 15 units when you disable a Recognizer. (Of course, you also use energy, so it tends to even out.) You absorb energy from a Transformer in bursts of 10 units. You hear and see each burst absorbed. Maximum energy for your Shield is 255 units. When you reach this point, you stop absorbing energy.

NOTE: Your Shield is visible BUT NOT ACTUATED when it is being charged. You must still press a FORCE SHIELD button if you need to defend yourself against a Recognizer.

DO NOT RIDE A TRANSFORMER OFF SCREEN OR YOU WILL BE RETURNED TO THE GAME STARTING POINT.

ENERGY COST

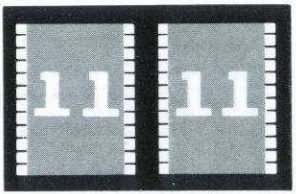
Activate Shield.	20 units/second
Touch ZAP.	200 units/second
Stop screen movement for 2 seconds.	30 units

FINDING AND CLEARING THE RAM CHIPS

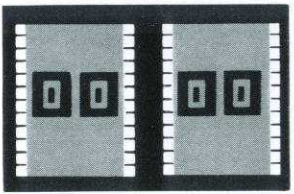
There are 4 different circuit boards in the computer maze. Each is made up of 38 sections. There are only 5 DIFFERENT KINDS of sections, which are repeated and strung together in different orders for each different circuit board. The structure of each circuit board is permanent. It does not change from game to game.

Learn the structure of each circuit board and you will find the RAM chips more quickly. RAM CHIPS ARE LOCATED ON 2 OF THE CIRCUIT BOARDS. YOU ONLY NEED TO FIND AND CLEAR 1 SET OF RAM CHIPS. Remember: Use the I/O Transports often to increase your chances of quickly finding the RAM Chips.

When you find the RAM Chips, they may look like this:

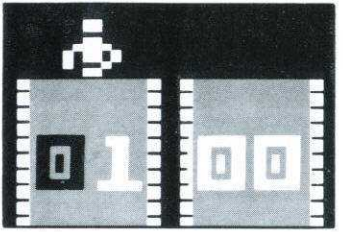


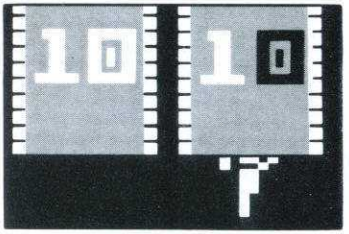
Turn all numbers within the RAM Chips to BLACK ZEROES, so that the RAM Chips look this:



To turn a number black, enter the RAM Chip from the top or bottom.

Enter from the TOP to turn the LEFT number black.





Enter from the BOTTOM to turn the RIGHT number black.

Do not move your man more than half-way into a RAM Chip (about waist deep is right) or you could get stuck and be moved off screen. If you enter a RAM Chip and turn a NUMBER 1 black, remain in the Chip and press either ZERO BUTTON on your hand controller. If you have zeroes stored up from Latches, the black 1 will change to a black 0. If you are out of zeroes, nothing will happen. You will have to go get some zeroes from a Latch and return.

Be extra careful now not to move off screen or be touched by a Recognizer without your Force Shield on. Once you have found the RAM chips, you do not want to be sent back to your starting point.

Your chances of clearing all RAM Chips on your first sweep through are very small. There are Flip-Flops on either side of both RAM sections (at varying distances), however, so you can reverse screen direction and make a second or third pass through the RAM Chips.

ONCE YOU HAVE SET ALL THE RAM CHIPS TO BLACK ZEROES, YOU WILL AUTOMATICALLY GO TO PHASE II OF THE GAME – THE MASTER CONTROL PROGRAM!

SCORING – PHASE I

BONUS POINTS You receive bonus points, based on the amount of time you take to complete Phase I of the game.

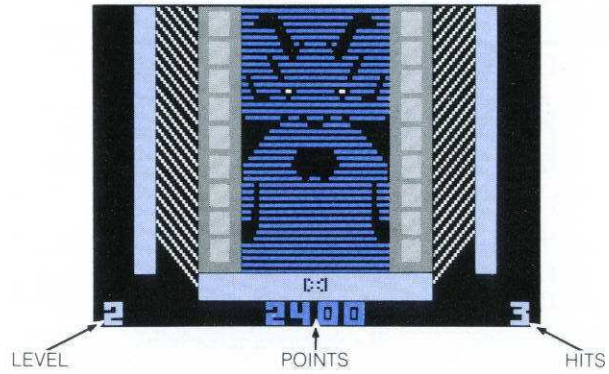
2 minutes or less – 5000 points x game level
2 to 5 minutes – 4000 points x game level
5 to 10 minutes – 3000 points x game level
10 to 20 minutes – 2000 points x game level
over 20 minutes – 1000 points x game level
Maximum Bonus Points = 95,000.

Game level is not game speed. Game levels are explained on page 24. Your bonus points are shown when you begin Phase II of the game.

GAME PLAY – PHASE II

(MASTER CONTROL PROGRAM)

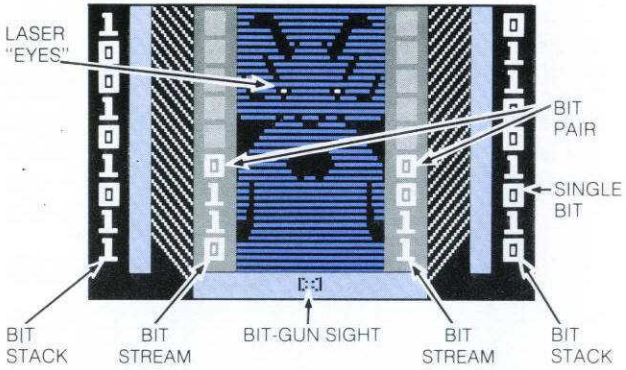
You are now face-to-face with the Master Control Program, which is working furiously to restore the system which you disabled by clearing the RAM Chips.



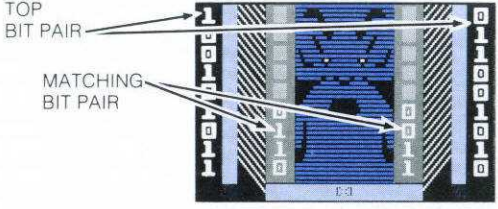
When the MCP first appears, you see a readout along the bottom of the screen. This tells you:

Present game level.
Total points scored so far. Includes points scored in previous rounds and bonus points.
Number of laser hits that will return you to the Maze.

In a couple of seconds, numbers (called BITS) will begin to appear.



Look at the 2 BITS at the TOP of the BIT STACK. Now look at the BITS moving up both sides of the BIT STREAM. Is there a PAIR in the Stream that matches the PAIR at the top of the Stack?

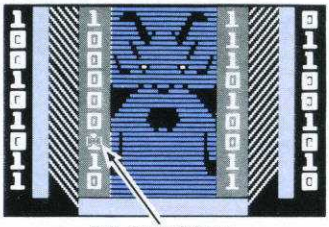


If so, you must turn the MATCHING bit pair BLACK, before it disappears off the top of the Stream.

1. Use the DISC to move your "bit-gun" sight over the first bit in the matching pair.

2. Press either **FIRE BUTTON.**

3. Repeat for the second bit in the matching pair. You must turn BOTH bits in the matching bit pair black.



Keep watching for matching bit pairs. Turn ALL matching pairs black. YOU HAVE UNLIMITED "AMMO" IN YOUR BIT-GUN, SO KEEP FIRING!

LOOK OUT FOR LASER BLASTS!

While you're firing at the bits in the Bit Stream, watch out for the "eyes" of the MCP. These deadly orbs fire "laser blasts" back at you. If the blasts reach the blue columns near the Stack, they will hit you! Three hits and you return to the Circuit Maze, WITH ONE MORE TURN LOST, to start the next round.

TO AVOID BEING HIT, ACTIVATE YOUR FORCE SHIELD when you see the laser blasts coming. (Press either FORCE SHIELD BUTTON.) The MCP warns you when it is ready to fire – Its glowing orange eyes turn red with rage.

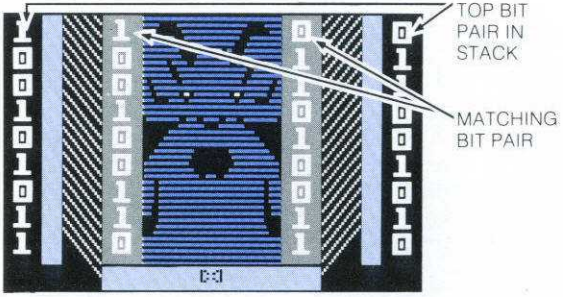
You have unlimited energy in your Force Shield in Phase II, so you can use it as often as you like. HOWEVER, YOU CANNOT FIRE YOUR BIT-GUN WHILE YOUR FORCE SHIELD IS UP.

A laser hit by the MCP is not the same as a loss of turn.

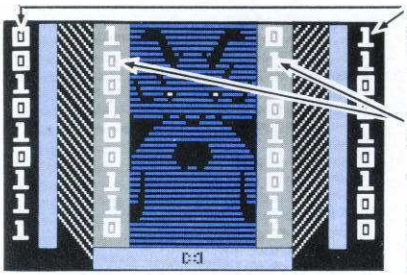
3 laser hits = 1 turn lost and return to the Maze (or the end of the game if you have already lost 2 turns).

3 turns lost = the end of the game.

POPPING THE STACK

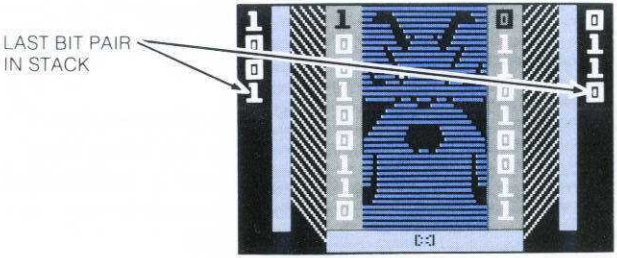


If a matching pair in the Bit Stream makes it all the way to the top of the Stream and moves off screen, WITHOUT BEING TURNED BLACK, the TOP PAIR IN THE STACK WILL ALSO MOVE OFF SCREEN. This is called "POPPING THE STACK".



The result of popping the stack is that you now have a NEW BIT PAIR AT THE TOP OF THE STACK. You must look through the moving Bit Stream to find matching pairs for the new top bit pair. Then turn the new matching pairs black before they, too, move off screen (popping the stack again). This can be tricky, especially at higher levels.

WHEN THE ENTIRE STACK POPS, YOU WILL BE RETURNED TO THE CIRCUIT MAZE, TO BEGIN THE NEXT ROUND OF THE GAME. You do not lose a turn when you return to the maze by popping the stack. The first and last bit pairs in the stack are RED, so you know when you are nearing the end of the Stack.



SCORING – PHASE II

While in Phase II, you receive 100 points times your present game level for each MATCHING bit pair that you turn black, (You must turn BOTH bits in the pair black in order to receive any points.)

Example: If you have made it to the MCP for the 3rd time, you are playing at Level 3. You therefore receive 300 points for each MATCHING bit pair that you turn black.

Your points for turning a matching bit pair black are added to your score AFTER THAT PAIR MOVES OFF SCREEN. If you are returned to the Maze or the game ends before a black bit pair moves off screen, you will not receive the points for that bit pair.

Your total score accumulates from round to round, until the game ends. To display your final score at the end of the game, press the DISC. Your score will be displayed for a few seconds; then the screen will start moving again. Display your score as often as you like. TO RESTART THE GAME, press any KEY.

GAME LEVELS

During Round 1 of the game (both phases), you play at Level 1. When you return to the Maze after Round 1, you begin Round 2 at Level 2. The Maze will move faster and when you advance to the MCP, the Bit Stream will move faster.

With each new round that you start, you advance 1 level. The Maze and Bit Stream both move faster, until you pass Level 12. LEVEL 12 IS THE LAST LEVEL AT WHICH GAME DIFFICULTY INCREASES.

Game level also affects scoring (see pages 18 and 24). For scoring purposes, there are 99 game levels. The levels from 12 to 99 do not increase in difficulty. They are used only as the multiplier for your scores.

Example: If you reach Level 20, you will be playing at Level 12 difficulty, but your score for EACH matching bit pair that you turn black will be 100 points x 20, or 2000 points.

For those who reach these upper levels, the computer will keep accurate score up to 9,999,999 points.

GOOD LUCK, FLYNN!
KEEP THE STACK INTACT!

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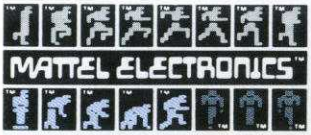

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available from Mattel Electronics.
Look for them!